



ABSTRACT

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2 The present invention is a vocabulary building word game that converts common phrases, names,
3 titles, or words into complex and generally not commonly known words. By use of definitional
4 clues, the player or players attempt to determine the meaning of the common phrase, name, title or
5 word. A player's skill is indicated by the number of clues needed to solve the puzzle. While
6 playing the game, the player(s) are building their vocabularies while having fun.
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